

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
8-17, new suits are non-forcing, jumps are forcing
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18, Systems on
Balanced = ~11-16, Range Stayman
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Intermediate when unfavorable
Weak otherwise
Unusual 2N = two lowest (wide ranging)
Reopen: Intermediate, 2N = 20-21
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels,
1C (3C) = natural, 1M (3M) = stopper ask
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Vs Strong – X = 4M, longer minor
2C = majors, 2D = one major 2H = h+m 2S = s+m
Vs weak – X = penalty, otherwise same
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
2M (3M) = Michaels, Leaping Michaels
Lebensohl after T/O doubles
Jumps = strong
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Mathe when vulnerable; Psychosuction (suit you bid or next two when NV)
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
ID (X) – transfers from XX, 1M (X) transfers from 1N

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3/5	Top of nothing if raise, otherwise 3/5	
NT	2/4	3/5	
Subseq	3/5	3/5	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx..., Ax	AKJxx, AKxx..., Axx,	
King	AK, KQx...,	AKJTx.. KQJT.. (power)	
Queen	QJx...,	KQxx..	
Jack	JTx...,	QJxx..	
10	T9x..	JTxx..	
9	9x	T9xx...	
Hi-X	Xx	Xx, Xxx, xXxx	
Lo-X	xxXx, xxxX	HxxX	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Att	Count	Att
Suit 2	Count	SP	Count
3	SP		SP
1	Same as above for NT – signals can vary depending on situation		
NT 2			
3			
Signals (including Trumps):			
Reverse Smith vs NT, Trump suit preference			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
1C (1something) X = 6-7, (3something) X = art GF			

W B F CONVENTION CARD
<b>CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:</b>
<b>NCBO: USA</b>
<b>PLAYERS: Daniel Korbel – Sylvia Shi</b>
<b>EVENT (Open/Women/Senior/Mixed)</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Precision – 1C 16+ artificial and forcing – positive responses are 1H+ and start relays
1D – 2+ 10-15, 1H/1S 5+ 10-15, 1N 14-16 or 15-17
2C 6+ clubs, 10-15 HCP
2D – 10-15, 4405/4414/(43)15
2N – weak, both minors
2H/2S – weak natural
Openers and responses could be very light, especially NV or in 3 <sup>rd</sup> position – we open almost all balanced 11 HCP
Negative free bids
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2D – 3-suited, short diamonds 10-15
2NT – weak, both minors
<b>SPECIAL FORCING PASS SEQUENCES</b>
1C (4C+) P is forcing
<b>IMPORTANT NOTES</b>
Many bids are artificial and we will alert so be sure to ask
<b>PSYCHICS:</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X			16+ artificial and forcing	1D – 0-7, rarely 8+ without 2 controls; 1H+ - artificial relays	1C 1D 1H/1S/1N/2C/2D/2N/3C/3D/3H/3S = natural, 2H= Kokish, 2S = 5/5 minors, After positive responses, opener relays	X = 6-7 or art GF in comp; new suits forcing
1♦		2 (1)	4H	2+ D 10-15 HCP	2C/2D = inverted, F1	2N rebid shows 6+ d, 14-15	Xfer after X from XX, 2C, 3C; negative freebids
1♥		5	4D	5+ H 10-15 HCP	2C = GF, 2+, 2S = GF 4+ hts, 2N = limit raise, 3C to play, 3D = weak raise, 3H = mixed raise, two tier splinter	2N rebid shows 6+ in major, 14-15, jumps 5-5, 14-15	Xfer after X from 1N; negative freebids
1♠		5	4H	5+ S 10-15 HCP	2C = GF, 2+, 2N = GF 4+ S, 3C= to play, 3D = limit, 3H = wk, 3S = mixed		
INT			4H	14-16 bal or 15-17 3 <sup>rd</sup> vul and 4 <sup>th</sup>	Stayman, Xfer, 2S = size or clubs, 2N=diamonds or minors, 3C = puppet, 3D = 55minors, 3H=13(54) 3S=31(54)		Negative doubles, transfer leb
2♣		6 (5)	4H	6+ clubs, 10-15	2D artificial asks major, 2H/2S NF, 2N = relay to 3C, 3C Xfer hearts, 3D xfer spades, 3H xfer diamonds, 3S 6S 4H	After 2S, 2H= 4 hearts, 2S = no major, 2N = 4 spades, 3C= no major min, 3D-3S = 6-5	Negative doubles, new suits are forcing
2♦	X		N/A	10-15, 4415 missing a card	2H pass or correct, 2S to play 2N asking, 3C to play, 3D 44 majors invite, 3H/3S mixed	After 2N, 3C= min, 3D = 4414, 3H = 3 hearts, 3S = 3 spades, 3N = 4405	DBL = penalty New suits NF, 2N on in comp
2♥		6 (5)	N/A	Natural weak	New suit NF, Jumps forcing, 2N asking 4C PRKC	After 2N, 3C= 5 or 7 cards, 3D-3S = bad to good	DBL = penalty New suis NF
2♠		6 (5)	N/A	Natural weak	New suit NF except 3H F, Jumps forcing, 2N as 4C PRKC		
2NT	X			55+ minors, weak	3m to play, 3H = artificial relay to 3S, 4m invite, 4M = play		
3♣		6-7		Natural weak	3D = multiway bid, 3M NF		
3♦		6-7			New suit forcing if not game, 4C = PRKC		
3♥		7 (6)					
3♠		7 (6)					
3NT	X			7+ card solid minor no outside A or K or to play if P is passed	4C P or correct, 4D asking	After 4H = bid shortness	
4♣				Natural			
4♦							
4♥							
4♠							
4NT				Specific Ace ask			
5♣				Natural			
5♦							
5♥							
5♠							
<b>HIGH LEVEL BIDDING</b>							